Nairo Music Modpack 2022

Download: https://mega.nz/file/1IQnQAIL#oAt2GqPpkdR4nfo4Da8stkZECpedzYinmhD1TAJHAPY

(Updated the link on June 5th 2022 with a very small error fix. I forgot that my custom Sephiroth victory theme was in the OST Mod folder as I made it a long time ago before I organized everything. This caused it to be hard to notice for anyone who tried to make their own Sephiroth victory theme, so if 2 files with the same name try to play, there will be issues due to the clash. This has been fixed now and the file is in the correct place. Sorry for anyone affected.)

Inside will be 3 main folders: OST Mod, Custom Song Titles, & Victory Theme Pack. You can put whichever ones you want inside your ultimate -> mods folder. I won't teach you to mod your game, there's guides out there to set it up and it's easy. Once you're all set, you should have a folder called 'ultimate' on the root of your sd card, and inside that, a folder called 'mods'. Inside 'mods' is where you put the aforementioned 3 main folders. If you don't want custom song titles, don't put the Song Titles folder in. Same for if you don't want custom victory themes, don't put the Victory Theme Mods folder in. They are separated for your convenience.

(The following victory themes are in my modpack but are not available in this download: Peach, Daisy, Bowser Jr, Toon Link, King Dedede, Isabelle, Piranha Plant, Kazuya)

All of the above victory themes (except Kazuya) were made by someone else (Pixeltea) & I'd prefer to not redistribute their work without permission. You can download the Pixeltea themes here https://gamebanana.com/sounds/57326 and the Kazuya victory theme https://gamebanana.com/sounds/54532

Link to all the songs on Youtube in a playlist here: https://www.youtube.com/playlist?list=PLHBCQLRFbEBMiljvhF5dBbqt5wC8 Sometimes links go down every now and then so I try to keep an eye on it every week or so to replace missing links. (Note: Not every song on that playlist is currently in the modpack, some songs got removed over time due to copyright or just simply replaced for something else but are still on the Youtube playlist)

When you're online in Smash Ultimate, the game picks the music frequency of whoever's ruleset is picked for that match, which I think is dumb since it wasn't like that previously. This causes a lot of non-modded music to play for me when I go online. I go back to VODS and check if any non-modded music played, it's typically music that's defaulted to high frequency, and I cover it with another song to increase the chance of modded music playing more. Usually I make a duplicate of an already existing song on that stage list, but I try not to do it more than twice per song. Any songs that are duplicated on a stage list are highlighted below in blue with an [x2] next to it.

Also because I stream on Youtube, I try to make sure the songs I pick are songs that don't get auto-copyright claim on Youtube so I can still monetize VODs/videos. Just a benefit in case you use it as a content creator too.

I try to choose songs that either relate to the series stage or fit the general vibe of the stage/series. I've also tried my hardest to make each song perfectly balanced in volume with voices/sound effects.

Songs start on page 2, organized by series / stage. Use the document outline on the left of the page to easily navigate by series / stage.

Smash Series Stages:

-Lonesome Wild [Intended for Menu Theme]

- Murasaki Forest [Intended for Menu Theme]

- Corpse Party Chapter 5 Main Building Theme 2 [Intended for Menu Theme]

- Freedom and Security [Intended for Menu Theme]

- X-Naut Fortress [Intended for Menu Theme]
- The Days When My Mother Was There [Intended for Menu Theme]
- Escape from Enemy Base [Intended for Menu Theme]
- Comfort Zone (Main Menu) - Sonic Mania [Intended for Menu Theme]
- Cipher Lab - Pokemon XD: Gale of Darkness [Intended for Menu Theme]
- Mega Man X6 Stage Select Online Waiting Room]
- Under The Rotting Pizza (FF7 Remake) [Results Screen]
- Decisive Battle - Final Fantasy VI Pixel Remaster [Training]
- Sigma First (Mega Man X7) [x2]
- Shadowlord's Castle / Roar [x2]
- Masters of Chaos (Final Fantasy) [x2]
- Vergil Battle 2 [x2]
- Arkham Battle 2 [x2]
- Theme of Wolverine (MvC3) [x2]
- Rufus Shinra (Phase 3) [x2]
- The 13th Dilemma (2.5 HD ReMix) - Divine Entity (Digital Devil Saga 2)
- Another Side (358/2)
- Adventure's End
- Awakening the Chaos.
- Theme of Black Widow (MvCI)
- Challengers (Budokai)
- Crumbling Laboratory
- Fighting of the Spirit (Remix)
- Hunt or be Hunted
- Hunter of the Dark
- The Incarnation of Devil (Star Ocean 4)
- Wave of Darkness
- Theme of Morrigan (MvCI)
- Final Battle (Paper Jam)
- Paradigm Shift (13-2)
- Up to the Challenge
- Stand Your Ground
- Unbreakable Chains (Birth by Sleep)
- Psych Out (Arranged)
- L'impeto Oscuro
- Run (13-2)
- APOCALYPSIS NOCTIS
- Imperial Code (Noel vs Jin)
- Boss Battle Persona 2: Innocent Sin (PSP)
- Theme of the Final Valley (Naruto GNT 4)

Mario Stages:

- King of the Koopas [x2]
- Big Bang [x2]
- Chomp Attack [x2]
- Beach Bowl Galaxy (Above Water) [x2]
- Fight Against Smithy [x2]
- Fight Against Smithy, Who Likes Transforming [x2]
- The Final Antasma Battle [x2]
-Gloam Valley [x2]
- Sky Station Galaxy (Mario & Sonic 2012) [x2]
- Battle Theme (Paper Mario TTYD) [x2]
- Dolphin Shoals (Above Water) [x2]
- Never Let Up [x2]
- Mario Super Sluggers: Stadium - Bowser's Castle [x2]
- Hurry! (Galaxy 2)
- Luigi's Theme (Mario Strikers Charged) [x2]
- Double Cherry Pass [x2]
- Spooks of Halloween Town (KH2) [x2]
- Bowser's Galaxy Generator (Mario & Sonic 2014) [x2]
- Mario Super Sluggers: Stadium - Mario Stadium [x2]
- The Ultimate Show [x2]
- Bowser's Rage
- Buoy Base Galaxy (Above Water)
- Freeze!
- Delfino Pier
- Demon Village
- Boss - Doopliss
- Attack on the Koopa Bros.
- Final Battle with Bowser (Galaxy)
- The Galaxy Reactor
- Ghost Gulping
- Fight Against a Somewhat Stronger Monster
- Theme of Nemesis T-Type (UMvC3)
- Theme of Phoenix (MvC3)
- Vacation Pokemon the 1st Movie
- Purple Coins (Mario & Sonic 2012)
- Purple Comet
- Rainbow Destructor (ParagonX9)
- Boss - Rawk Hawk
- Melty Molten Galaxy
- Bowser's Galaxy Generator
- Mario Super Sluggers: Stadium - Wario City
- Ghoul Phase 2 (FF7 Remake)
- Huffin' and Puffin'
- I'm Not Nice
- Koopa's Road

- The Fiery Stronghold

Notes:

- Any spooky atmosphere music like Nemesis Theme, Spooks of Halloween Town, Ghoul, Doopliss, Ghost Gulping, I put in for Luigi's Mansion stage.

- Vacation + any tropical sounding song is meant for Delfino

- If playing on the Super Mario Maker stage, The Final Antasma Battle doesn't play and instead plays a medley of 4 Super Mario RPG songs that cycle every 15-20 seconds.

Donkey Kong Stages:

- Hot Head Bop [x2]

- Mining Melancholy [x2]

- Gangplank Galleon.

- Crocodile Cacophony (SNES version)

- Bad Boss Boogie

- Final Boss (Donkey Kong Country Returns)

- Zip Line Shrine

- Tricky Swamp Style

- Crocodile Cacophony (GBA version)

- Onslaught

- Fetus of God

Notes: I put in the GBA Crocodile Cacophony, Onslaught, & Fetus of God specifically for 75m stage due to the retro sound to fit in with the retro look

Zelda Stages:

- Death Mountain (Link Between Worlds) [x2]

- Dark Beast Ganon (Phase 1) [x2]

- Ganondorf Battle (Ocarina) [x2]

- Zelda Battle (Twilight Princess) [x2]

- Boss Moldarach/Koloktos (Skyward Sword) [x2]

- Middle Boss Battle (Ocarina) [x2]

- Last Battle (Ocarina) [x2]

- Middle Boss Battle (Wind Waker) [x2]

- Ganon Battle (Twilight Princess) [x2]

- Hyrule Circuit [x2]

- Ark (Persona 5) [x2]

- Lorule Castle (Top Floor)

- Tal Tal Heights (Link's Awakening 2019)

- Puppet Ganon (Snake Mode)

- Remnant of Twilight

- Boss Battle (Ocarina)

- Ganondorf Battle First Half (Twilight Princess)

- Midna's Lament (Remix)

- Ganondorf Battle Second Half (Twilight Princess)

- Calamity Ganon (Phase 1)

Notes: I put in Ark from Persona 5 to play on the Wind Waker stage cause you're fighting on a boat and I like the song lol. Same reason it's on Kirby stages, to play on Halberd

Yoshi Stages:

- Fight Against Monsters [x2]

- And My Name's Booster [x2]

- Beware the Forest's Mushrooms [x2]

- Fight Against an Armed Boss [x2]

- Bowser (Yoshi's Island) [x2]

- Fight Against a Somewhat Stronger Monster [x2]

- Attack with Conviction / Attack of a Flash [Only the 1st song plays on most Yoshi stages, but specifically for the Yoshi's Island Brawl stage, it swaps between both songs when the seasons change]

Kirby Stages:

- Sullied Grace (Vs. Queen Sectonia Clone) [x2]

- Boss Battle (Amazing Mirror) & Dark Mind Phase 2 [x2] -Sinister Sundown [x2]

- Untamable (Dream Drop Distance) [x2]

- Faded Dream of a Psychomeddler [x2] - Forgo's Treasures [x2]

- 02 Battle

- Coo's Theme (Rainbow Curse)

- Float Islands (Dream Land) - Planet Robobot)

- Vs. Nightmare (Star Allies)

- Vs. Hyness Phase 2 (Star Allies)

- Infiltrating the Jambastion

- Galacta Knight's Theme

- The Tumbling (Birth by Sleep)

- The Rumbling Forest (Birth by Sleep)

- Revenge of the Enemy (Rainbow Curse)

- King Dedede, Roar of Dedede

- Meta Knight, Sword of the Surviving Guardian

- Ark (Persona 5)

Pokemon Stages:

- Battle! Team Galactic Boss [x2]

- Battle! Gladion [x2]

- Battle! Team Magma / Aqua (ORAS) [x2]

- Battle! Team Skull Grunt [x2]

- Battle! Cynthia (Pokemon Masters EX) [x2]

- Battle! Team Skull Boss (Guzma) [x2]

- Battle with Mewtwo (Pokemon Stadium) [x2]

- Johto Gym Leader Battle (Pokemon Black/White 2) [x2]

- Final Battle - Pokemon Colosseum [x2]

- Battle! Giratina (Pokemon Legends: Arceus) [x2]

- Decisive Battle! N

- Battle! Frontier Brain (ORAS)

- Battle! Trainer (Pokemon Sun & Moon)

- Battle! World Championship Finals
- Battle! Zinnia
- Cipher Admin Battle Pokemon Colosseum
- Cipher Peon Battle Pokemon Colosseum.
- Mirror B.'s Retro Groove Pokemon Colosseum
- Semi-Final Battle Pokemon Colosseum
- Miror B. Battle - Pokemon XD: Gale of Darkness
- Battle SIM - Pokemon XD: Gale of Darkness
- Battle! Lysandre

Metroid Stages:
- Vs. Emperor Ing B [x2]
- Title Theme (Metroid Prime 2) [x2]
- Boss - Proteus Ridley (Phase 1) [x2]
- Theme of Samus Aran (Dread) [x2]
- Brinstar (Jungle) [x2]
-Point of No Return (Eschatos Arranged) [x2]
- Theme of Seth (Street Fighter V) [x2]
- Mind of Mother Brain (OC Remix) / Brinstar (Ben Lewis)
- Supporting Me (Sonic Generations)

Star Fox Stages:
- Theme of Magneto (MvC3) [x2]
- San Francisco (PS All Stars) [x2]
- Arwing Intro + Andross (Adventures) [x2]
- Meteo (Adventures)
- Star Wolf (Zero)
- Theme of Spencer (MvC3)
- Theme of Rocket Raccoon (MvC3)
- Theme of Strider (MVCI)
- Theme of Galactus (MvC3)

F-Zero Stages:
- Gatebreaker (Budokai) [x2]
- Out of Control (Budokai) [x2]
- For True Story (Sonic vs Shadow 2) [x2]
- Climb Up! And Get the Last Chance (Guitar Arrange)
- Dream Chaser (Guitar Arrange)
- Big Blue Mario Kart 8
- Like a Hot Wind (Budokai)
- Feel The Passion (Maximum Tune 2)
- Shudder (Einhander)

Mother/Earthbound Stages:

- Porky Means Business! [x2]
- I'm Not Nice [x2]
- Wasteful Anthem [x2]
- Shamar - Arid Sands Night [x2]
- Master Porky's Theme [x2]
- Natural Killer Cyborg [x2]

Mario Kart Stages:
- Rainbow Destructor (ParagonX9)
- Grumble Volcano (MK WII)
- Rainbow Road (MKWii)
- GBA Cheese Land (MK 8)
- Dream Equestrian - Moo Moo Meadows
- Sky Station Galaxy (Mario & Sonic 2012)
- Purple Coins (Mario & Sonic 2012)
- Fight Against Smithy, Who Likes Transforming
- I'm Not Nice
- Dolphin Shoals (Above Water)
- Coconut Mall (Wii) - Mario Kart 8 Deluxe

Wario Stages:
- Mango Tango (Double Dragon)
- Mario Super Sluggers: Stadium - Wario City
- Party Stronger (Scott Pilgrim)
- The Dark One (Scott Pilgrim)
- The Turks - Reno
- Collapsed Expressway
- Due Recompense
- High Five (FF7 Remake)
- Operation: Save Aerith
- Tightrope (FF7 Remake)
- Paradigm Shift (FF 13-2)

Notes: I don't know a lot of Wario music so these stages + stages like Pikmin and Pac-Man I just put random songs I liked

Fire Emblem Stages:
- Servant of the Crystal [x2]
- No Justice (Fire) [x2]
- Alight (Storm) [x2]
- Twilight of the Gods [x2]
- God Shattering Star (Lyrics ver. + Thunder ver. Fusion) [x2]
- Congregation of Ambition [x2]
- Antipyretic [x2]

- Ascent (Radiant Dawn) [x2]
- Trisection [x2]
- Sea of Aspiration (Flow) [x2]
- Justice RIP (Nohrian Storm) [x2]
- Land Below (Flow) [x2]
- Contest of Pride (Roar) [x2]
- Battling Marth - Fire Emblem Fates
- Battling Lucina - Fire Emblem Fates
- La Distancia Para Un Duelo
- Protecting My Devotion - Final Fantasy IX

Pikmin Stages:
- Mango Tango (Double Dragon)
- Theme of Blanka (Street Fighter V)
- Party Stronger (Scott Pilgrim)
- The Dark One (Scott Pilgrim)
- The Turks - Reno
- Collapsed Expressway
- Due Recompense
- High Five (FF7 Remake)
- Operation: Save Aerith
- Tightrope (FF7 Remake)
- Paradigm Shift (FF 13-2)

Animal Crossing Stages:
- Theme of Zeku (Street Fighter V) [x2]
- Shadowlord's Castle / Roar
- Kasugano Residence (Street Fighter V)
- Blood Drain Again - (Eltnum's Theme)
- Golden Sun: TLA-Jenna Battle Remix (Sacred Sphere)
- Memory of Tears (Blazblue Continuum Shift)
- Theme of Karin (Street Fighter V)
- Invidia Final Fantasy XV
- Kanzuki Estate Round 2
- Carnival (MvC2)
- Alexandrite (Blazblue Continuum Shift)
- Space Boss Cotton Rock 'n' Roll
- Cemetery (Gradius Gaiden)
- Savior of Souls Lightning Returns

Kid Icarus Stages:
- Chapter 6: Dark Pit
- Lightning Battle
- Chapter 23: Hades' Final Battle / Lord of the Underworld
- Yet See Oh Mind (God Hand)

- Speed (Gradius Gaiden)
- Theme of Thor (MvC3)
- Theme of Gamora (MVCI)
- Theme of Amaterasu (MvC3)

Metal Gear Stage / Shadow Moses Island:
- Duel - Metal Gear Solid
- Snake Eater
- Sin - Metal Gear Solid 4
- Rules of Nature
- The Only Thing I Know For Real
- A Stranger | Remain
- The Stains of Time
- It Has To Be This Way
- Red Sun
- Collective Consciousness
- Takin' on the Shagohod

PAC-MAN / PAC-LAND
- Mango Tango
- Theme of Thor (MvC3)
- Party Stronger (Scott Pilgrim) - The Dark One (Scott Pilgrim)
- The Turks - Reno
- Collapsed Expressway
- Due Recompense
- High Five
- Operation: Save Aerith
- Tightrope
- Fires of Resistance

Sonic Stages:
- Pumpkin Hill
- Fist Bump (Null Space Ver.)
- Apotos - Windmill Isle Day
- Supporting Me (Sonic Adventure 2) - Solaris Phase 2
- Boss Perfect Dark Gaia
- Crisis City Act 1
- Final Boss (Sonic 3)
- In Your Eyes - For Star Shores, Act 1
- Flying Battery Zone, Act 1
- For True Story (Sonic vs Shadow 2)
- IceCap Zone, Act 1
- Pyramid Cave

- Vs. Egg Golem
- For Hilltop Heights, Act 3
- Suitable Opponent (Sonic Adventure 2)
- Taken by the Tides - For Perilous Paradise, Act 2
- The Doomsday Zone
- Rumbling HWY (Mission Street) Sonic Adventure 2
- 34°N, 12°E (Mad Space) - Sonic Adventure 2

Flat Zone X:

- Fetus of God
- Golden Sun: Boss Saturos

Wii Fit Studio:

- Kattlelox Island
- The Flutter Vs. Gesellschaft (Megaman Volnutt)
- Willamette Parkview Mall (Tatsunoko vs Capcom)

Punch Out / Boxing Ring:

- Theme of Balrog (Street Fighter V)
- High Roller Casino
- Boss - Rawk Hawk
- Hell House (Phase 1 & 2)

Xenoblade Stages:
- Primordia [x2]
- The Key We've Lost (Part 1) [x2]
- Zanza the Divine [x2]
- The Sunleth Waterscape [X2]
- Counterattack [x2]
- Uncontrollable [x2]
- Tantal [x2]
- FogBeast Battle (Future Connected) [x2]
- Southern Rivers (Ty 3)

Miscellaneous Stages:
- Mango Tango (Double Dragon Neon) [x2] - City Streets 1 - Mission 1 [x2]
- Black Garden (Birth by Sleep) [x2] Golden Sun: Boss - Saturos [x2]
- The Turks - Reno [x2]
- Due Recompense [x2]
- Fires of Resistance [x2]
- High Five [x2]
- Critical Shot [x2]

- Rufus Shinra (Phase 1 & 2) [x2]
- Anything but Tangerines (Arranged)[x2]
- Attack With Conviction!! - Grandia 3 [x2]
- Attack of a Flash - Grandia 3 [x2]
- Combat Queen Rulue (Puyo Puyo 15th Anniversary) [x2]
- Genichiro Stage (Asuka 120% BURNING Fest.) [x2]
- Dino Museum (Bloody Roar 3) [x2]
- Flash Train (Street Fighter EX 2 Plus) [x2]
- Point of No Return (Eschatos Arranged)
- Party Stronger (Scott Pilgrim)
- The Dark One (Scott Pilgrim)
- Enter The Void (Birth by Sleep)
- Master, Tell Me The Truth
- Collapsed Expressway
- Operation: Save Aerith
- Tightrope
- I'll Give You Something Hot!
- Feel The Passion (Maximum Tune 2)
- Knights of the Round - Stage 02
- Speed (Gradius Gaiden)
- Cemetery (Gradius Gaiden)
- River Stage (MvC2)
- Airship Stage (MvC2)
- Clock Tower Stage (MvC2)
- Factory Stage (MvC2)
- Swamp Stage (MvC2)
- Alexandrite (Blazblue Continuum Shift)
- Femme Fatale - KOF XV
- Fictitious or Real - KOF XV
- Guitar, Omega and Rugal - KOF XV
- Shudder (Einhander)
- Level 2 (Battleblock Theater)

Mega Man /Wily Castle Stage:
- Cyber Peacock [x2]
- Sigma Demo/Sigma 1st/Sigma 2nd (Mega Man X4) [x2]
- Commander Yammark [x2]
- Blaze Heatnix
- Blazing Internet
- Duff McWhalen
- Space Port Stage (Mega Man X4)
- Gate (Mega Man X6)
- Infinity Mijinion

- Internet Area
- Sigma 2nd (Mega Man X6)
- Sigma 1st (Mega Man X5)
- Opening Stage - Mega Man X4
- Opening Stage (Zero) Mega Man X4
- Web Spider
- Sigma First (Mega Man X7)

Street Fighter / Suzaku Castle Stage:
- English Manor (Street Fighter V) (includes Heavy Damage on final stock)
- Air Force Base (Street Fighter V) (includes Heavy Damage on final stock)
- Jurassic Era Research Facility -Unknown- (Ultra Street Fighter IV) (includes Heavy Damage on final stock)
- Marina of Fortune (Street Fighter V) (includes Heavy Damage on final stock)
- City in Chaos Round 1 (Street Fighter V) (includes Heavy Damage on final stock)
- City in Chaos Round 2 (Street Fighter V) (includes Heavy Damage on final stock)
- Kanzuki Estate Round 1 (Street Fighter V) (includes Heavy Damage on final stock)
- Kanzuki Estate Round 2 (Street Fighter V) (includes Heavy Damage on final stock)
- Temple of Ascension Round 1 (Street Fighter V) (includes Heavy Damage on final stock)
- High Roller Casino (Street Fighter V) (includes Heavy Damage on final stock)
- Flamenco Tavern (Street Fighter V) (includes Heavy Damage on final stock)
- King's Court (Street Fighter V) (includes Heavy Damage on final stock)
- Field of Fate (Street Fighter V) (includes Heavy Damage on final stock)
- Temple Hideout (Street Fighter V) (includes Heavy Damage on final stock)
- Kanzuki Beach Round 1 (Street Fighter V) (includes Heavy Damage on final stock)
- Hillside Plaza Round 1 (Street Fighter V) (includes Heavy Damage on final stock)
- Hillside Plaza Round 2 (Street Fighter V) (includes Heavy Damage on final stock)
- Christmas in New York Round 1 (Street Fighter V) (includes Heavy Damage on final stock)
- Christmas in New York Round 2 (Street Fighter V) (includes Heavy Damage on final stock)
- Theme of Juri (SSF4)
- Theme of Yun (SSF4 AE)
- Theme of Blanka (Street Fighter V)
- Theme of Rose (Street Fighter V)

Final Fantasy Stages:
- The Extreme
- Otherworld
- Battle 2 (FF9)
- Dark Messenger
- Demise (X-2)
- Hellfire (XV)
- Jenova Quickening
- Invisible Depths
- One-Winged Angel: Rebirth
- Battle- Final Fantasy VI

Bayonetta / Umbra Clock Tower Stage:
- Moon River (* Climax Mix) [x2]
- Fly Me to the Moon (Climax Mix)
- Theme of Bayonetta 2 - Tomorrow is Mine

Splatoon / Moray Towers Stage:
- Falling Stars (Chugu Bam Bam) [x2]
- Riptide Rupture (Ink Theory) [x2]
- Time for revolution, It's our generation - KOF XV
- Pac Baby (3 Minutes)

Castlevania / Dracula's Castle Stage:
- Pitch-Black Intrusion [x2]
- Heart of Fire (JILost) [X2]
- Anti-Soul Mysteries Lab [x2]
- An Empty Tome (Arranged)
- Lament of Innocence -Leon's Theme-
- Castle of Tears (OC Remix)
- Sand and Mud - KOF XV
- Slushy Road - KOF XV

Persona / Mementos Stage:
- Blooming Villain [x2]
- Reach Out to the Truth -In Mayonaka Arena- [x2]
- Master of Shadows [x2]
- Price
- Keeper of Lust
- Will Power
- The Whims of Fate
- Princess Amagi-ya (Persona 4 Arena)

Dragon Quest /Yggdrasil's Altar Stage:
- Dhoulmagus [Symphonic]
- Adventure [Symphonic] (DQ3)
- Fighting Spirits [Symphonic] (DQ3)
- Battle for the Glory [Symphonic] (DQ4)
- Battle Theme [Symphonic] (DQ9)
- War Cry [Symphonic]
- Great Battle in the Vast Sky [Symphonic]
- Unflinchable Courage [Symphonic]

Banjo-Kazooie / Spiral Mountain Stage:
- Spiral Mountain
- Final Battle (Banjo-Kazooie)

- Nipper Battle
- Click Clock Woods - Spring
- Flippits Battle

King of Fighters Stadium Stage:
- Tachi Bou Ke (Instrumental) - KOF XIV [x2] - Belief - KOF XIV [x2]
- Saxophone Under the Moon - KOF XIV [x2] - Stormy Saxophone 5 - KOF XIII [x2]
- Sky Blue - KOF XIV [x2]
- Kiss In The Dark - METAL SLUG 3 [x2]
- Diet - KOF XI [x2]
- Sand and Mud - KOF XV [x2]
- Slushy Road - KOF XV [x2]
- Under the Control of... - KOF XV [x2]
- Time for revolution, It's our generation - KOF XV [x2]
- Fictitious or Real - KOF XV [x2]
- Femme Fatale - KOF XV [x2]
- Desert - METAL SLUG 3 [x2]
- Conclusion R&D (Omega Rugal) - KOF XV [x2]
- Guitar, Omega and Rugal - KOF XV [x2]
- Bloody-KOF '97 [x2]
- Bloody-KOF XV [x2]

ARMS/Spring Stadium Stage:
- Falling Stars (Chugu Bam Bam) [x2]
- I'll Give You Something Hot!
- Pac Baby (3 Minutes)
- Hell House (Phase 1 & 2)

Minecraft World Stage:
- Cute Mafia (Theme of Nanase) [x2]
- Spinning Bird (Theme of Chun-Li) [x2]
- Theme of Sakura (Street Fighter MV) [x2]
- Tekken / Mishima Dojo Stage: Chinatown (Katana ZERO) [x2]
- Karma
- Moonsiders 1st
- Vs. M. Bison & Juri (Street Fighter X Tekken)
- Vs. Tekken Rivals (Arrange #2)
- Vs. Jin & Xiaoyu (Street Fighter X Tekken)
- Under the Control of... - KOF XV

Kingdom Hearts/Hollow Bastion Stage
- Forze del Male

- The 13th Reflection

- The 13th Struggle

- Rage Awakened (2.5 HD ReMix)

- Tension Rising

- Vim and Vigor

- Rowdy Rumble

- Darkness of the Unknown

- Dismiss (Birth by Sleep) [x2]